

**AMENDMENTS TO THE CLAIMS**

1. (Original) A method for generating stereoscopic images, comprising the steps of:

converting, of objects made of polygons having 3D coordinates, object data to be displayed in a planar view to reference camera coordinate system data with its origin at a reference camera and converting object data to be displayed in a stereoscopic view to parallax camera coordinate system data for right and left eyes respectively with their origins at parallax cameras for right and left eyes having predetermined parallax angles;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for right eye as image data for right eye in a video memory;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for left eye as image data for left eye in the video memory; and

synthesizing the image data for right and left eyes drawn in the video memory and displaying, on a stereoscopic display device, images mixing stereoscopic and planar objects.

2. (Original) The method for generating stereoscopic images according to claim 1, wherein the objects to be displayed in a planar view are objects having their image formation positions outside a stereoscopic viewable range of the stereoscopic display device in a 3D coordinate space.

3-4. (Canceled)

5. (Original) A method for generating stereoscopic images, comprising the steps of:

converting object data made of polygons having 3D coordinates to reference camera coordinate system data with its origin at a reference camera;

converting, of object data converted to the reference camera coordinate system data, object data to be displayed in a stereoscopic view to parallax camera coordinate system object data respectively with their origins at parallax cameras for right and left eyes having predetermined parallax angles;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for right eye as image data for right eye in a video memory;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for left eye as image data for left eye in the video memory; and

synthesizing the image data for right and left eyes drawn in the video memory and displaying, on a stereoscopic display device, images mixing stereoscopic and planar objects.

6. (Original) The method for generating stereoscopic images according to claim 5, wherein the objects to be displayed in a planar view are objects having their

image formation positions outside a stereoscopic viewable range of the stereoscopic display device in a 3D coordinate space.

7-8. (Canceled)

9. (Currently Amended) The method for generating stereoscopic images according to ~~any one of~~ claim 1, wherein the parallax angles of the parallax cameras are adjustable in real time by operations of an observer.

10. (Original) The method for generating stereoscopic images according to claim 9, wherein the parallax angles are continuously and gradually varied as a result of the adjustment by operations of the observer.

11. (Original) An apparatus for generating stereoscopic images, comprising:

a geometry unit for converting object data made of polygons having 3D coordinates to reference camera coordinate system data with its origin at a reference camera and converting, of objects converted to the reference camera coordinate system data, object data to be displayed in a stereoscopic view to parallax camera coordinate system data respectively with their origins at parallax cameras for right and left eyes having predetermined parallax angles;

a video memory for drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for right eye as image data for right eye and further drawing the reference camera coordinate

system object data and the parallax camera coordinate system object data for left eye as image data for left eye; and

a rendering unit for synthesizing the image data for right and left eyes drawn in the video memory, wherein a stereoscopic display device is provided that displays images mixing stereoscopic and planar objects using image data for right and left eyes synthesized by the rendering unit.

12-13. (Canceled)

14. (Currently Amended) The apparatus for generating stereoscopic images according to ~~any one of~~ claim 11, wherein an input unit is further provided, and wherein the camera parallax angles are adjusted in real time by the geometry unit according to a parallax adjustment signal input from the input unit in correspondence with operations of the observer.

15. (Original) The apparatus for generating stereoscopic images according to claim 14, wherein the parallax angles are continuously and gradually varied as a result of the parallax angle adjustment.

16. (Original) A storage medium for storing a program run in an apparatus for generating stereoscopic images, the apparatus being provided with a geometry unit for converting coordinates of object data made of polygons having 3D coordinates and with

a stereoscopic display device for displaying model data that has been subjected to the coordinate conversion, the program including the steps of:

allowing the geometry unit to convert, of the objects, object data to be displayed in a planar view to reference camera coordinate system data with its origin at a reference camera and convert object data to be displayed in a stereoscopic view to parallax camera coordinate system data respectively with their origins at parallax cameras for right and left eyes having predetermined parallax angles;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for right eye as image data for right eye in a video memory;

drawing the reference camera coordinate system object data and the parallax camera coordinate system object data for left eye as image data for left eye in the video memory; and

synthesizing the image data for right and left eyes drawn in the video memory and displaying, on a stereoscopic display device, images mixing stereoscopic and planar objects.

17. (Original) The storage medium for storing a program according to claim 16, wherein the objects to be displayed in a planar view are objects having their image formation positions outside a stereoscopic viewable range of the stereoscopic display device in a 3D coordinate space.

18-19. (Canceled)

20. (Currently Amended) The storage medium for storing a program according to ~~any one of~~ claim 16, wherein the parallax angles of the parallax cameras are adjustable in real time by operations of an observer.

21. (Original) The storage medium for storing a program according to claim 20, wherein the parallax angles are continuously and gradually varied as a result of the adjustment by operations of the observer